

A method and apparatus for image texture analysis in which the image is mapped into a first set of binary representation by a monotonically varying operator, such as a threshold operator. Each binary representation in the first set of binary representations is mapped to a further set of binary representations using a second monotonically varying operator, such as a spatial operator. The result of the two mappings is a matrix of binary image representations. Each binary image representation is allocated a scalar value to form an array of scalar values which may be analysed to identify defined texture characteristics.